

RULES FOR HORSESHOES:

The Rules:

1. Each player pitches both shoes followed by the opponent's two shoes. In pitching a shoe, the player may not cross the foul line.
2. When playing teams, half the team throws from one stake and half throws from the other.
3. Games can be played to 21 points in a point limit game. If a tie exists then each player can take a half win or a two inning tie breaker can be thrown.
4. Men pitch at 40 ft; women and children pitch at 30 ft.
5. Horseshoes will be provided by the Fall Festival Committee for tournament.

Scoring:

1. Any shoe must be within one horseshoe-width (measured across the outside of the open end of the shoe) of the stake to be considered for points. (Official rules call for 6 inches max.)
2. The closest shoe to the stake gets 1 point.
3. If you have two shoes closer than any of your opponent's, you get 2 points.
4. Ringers are worth 3 points each and must completely encircle the stake so the ends can be touched with a straight-edge without touching the stake.
5. If you have the closest shoe and a ringer, it's 4 points.
6. If your opponent throws a ringer on top of yours, they cancel and no points are scored.
7. Leaners are worth 1 point and are considered closer than and adjacent shoe except ringers.

LOWELL FALL FESTIVAL HORSESHOE TOURNAMENT – OCTOBER 21, 2006

Team Members 1) _____ / _____
(Print name) (Signature)
2) _____ / _____
(Print name) (Signature)

Team Name: _____

Prizes: 1st and 2nd place trophies. Teams only – two partners per team - \$6.00 entry fee.
Deadline – Saturday October 21, 2006 11:00 a.m.

